
The Antikythera Mechanism on the OLPC

Diomidis Spinellis

Associate Professor

Information Systems Technology Laboratory

Athens University of Economics and Business

<http://www.dmst.aueb.gr/dds>



Overview



- Overview of the Antikythera Mechanism
- OLPC initiative
- OLPC platform
- Squeak and EToys
- EToys implementation

Antikythera Mechanism

- Discovered 1900
- Dated 150-100 B.C.
- At least 35 gears
- Astronomical calculator
- Studies
 - D. de Solla Price (1960)
 - Nature (2006)

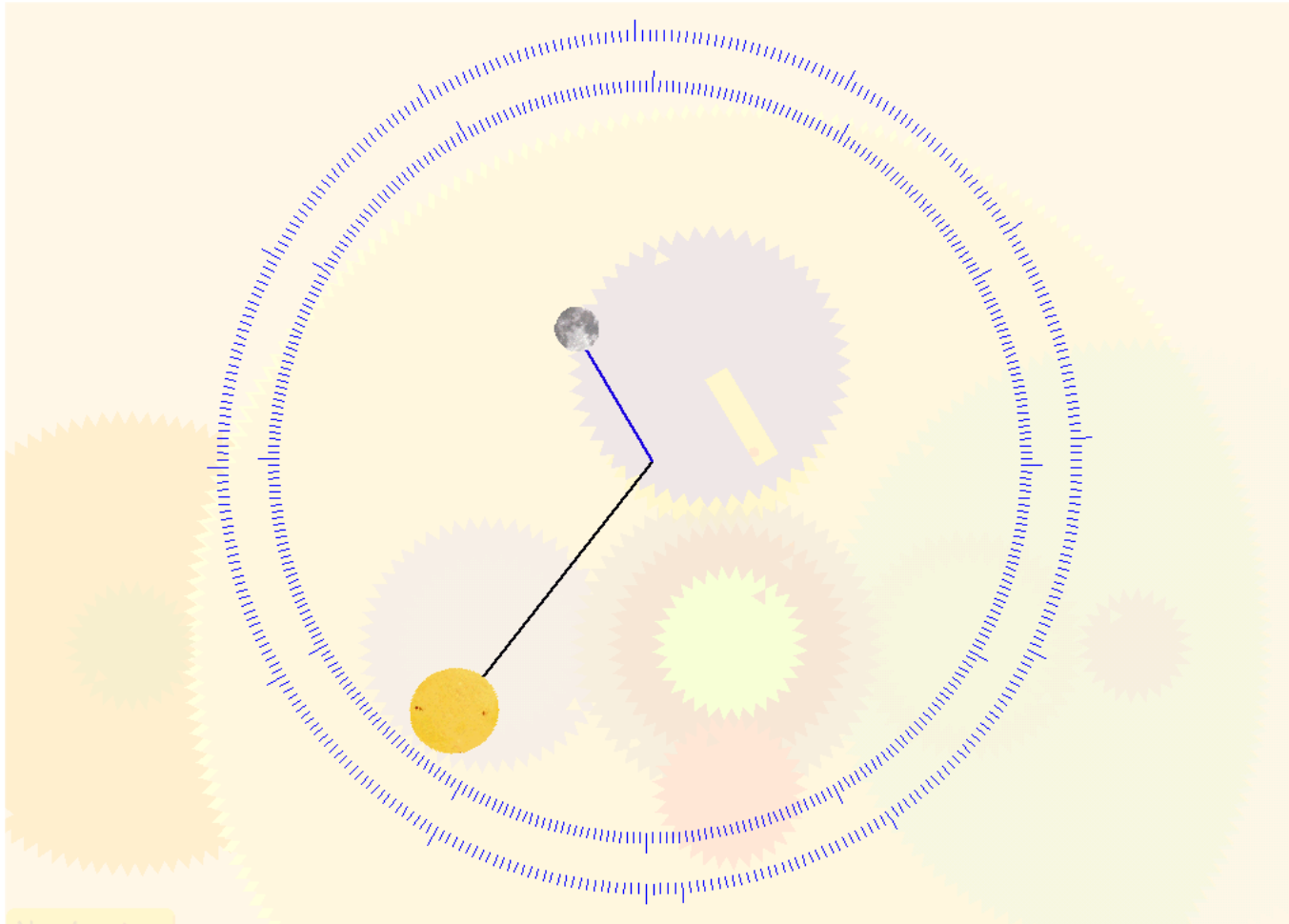


Front Dial Function



- Sun Zodiac position
- Moon Zodiac position (anomalistic month)
- Moon phase

Front Dial



Luni-Solar Calendar



■ Meton

- 29 ½ day synodic month
- 19 seasonal years contain almost 235 synodic months

■ Callippus

- cycle containing 125 full months of 30 days
- 110 hollow, 29 day, months

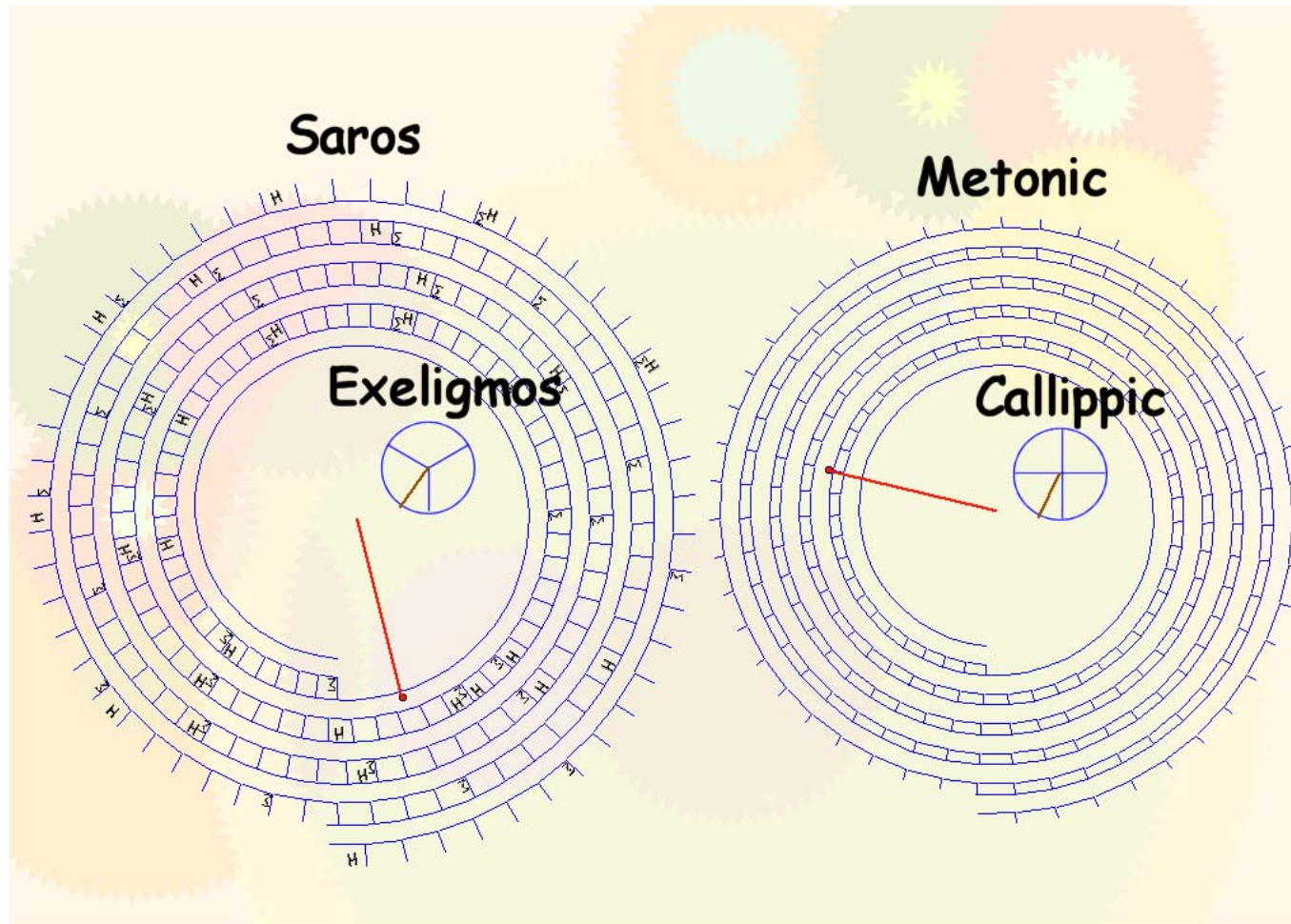
Eclipse Prediction



- Saros cycle
 - $223 \frac{1}{3}$ synodic months
- Exeligmos
 - Three Saros cycles

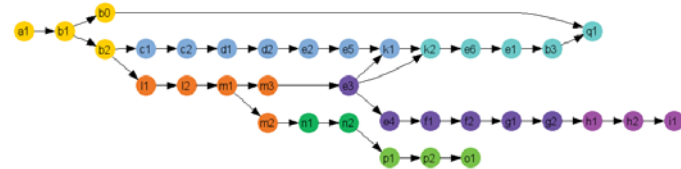
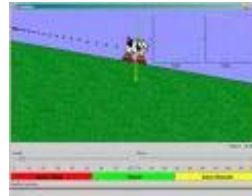
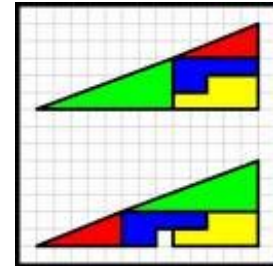
- Software engineering
 - Lookup table
 - Design pattern for increasing the resolution

Back Dial



Educational Context

- Astronomy
- Arithmetic
- Geometry
- Mechanical engineering
- Physics
- Archeology
- Computer science
- Science



One Laptop per Child



- Computers are tools
- Imagine a writing lab...
- Build an affordable machine tailored to children
- OLPC as an enabler
 - Learn by doing
 - Experiment
 - Communicate and collaborate
 - Access knowledge

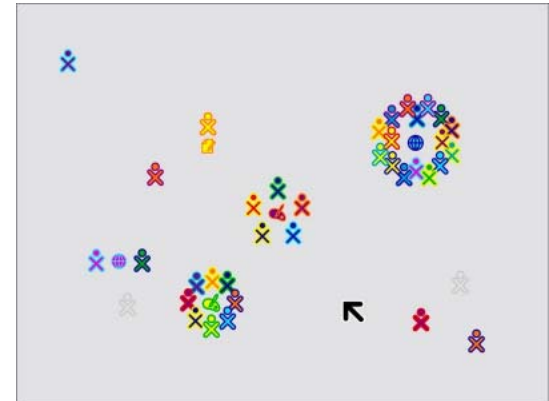
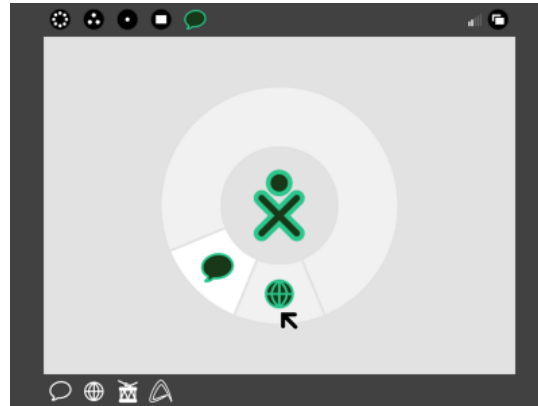
Platform Overview

- Sturdy
 - No hard disk
 - Spill proof keyboard
- Thrifty on power consumption
- Size, weight, form suitable for children
- 1200×900 screen readable under the sunlight
- Book mode
- Mesh networking
- I/O for experiments



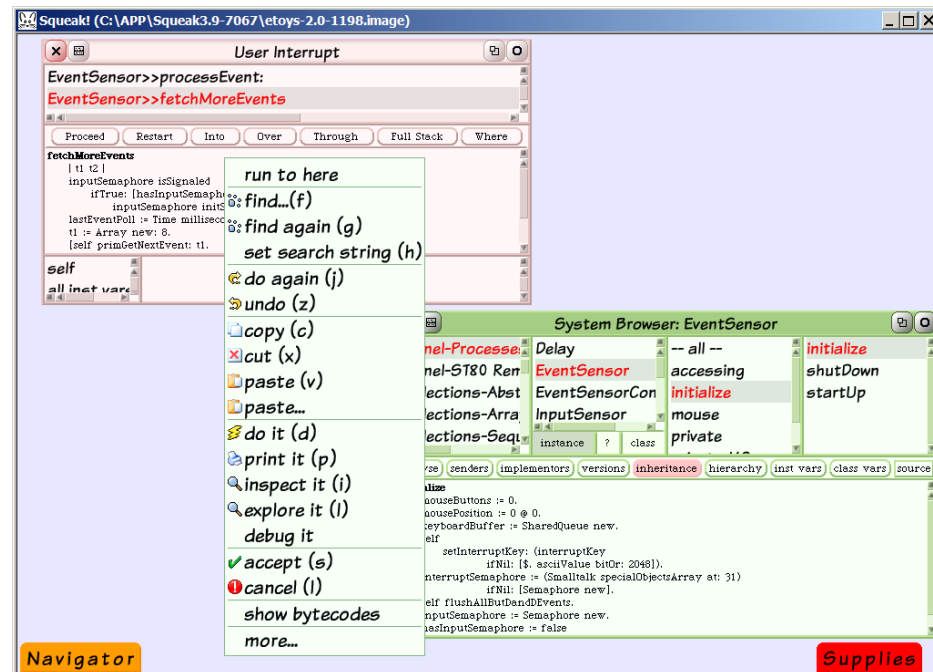
Software Overview

- Linux
- X11
- Sugar
 - Web browser
 - Paint
 - Write
 - Slideshow
 - Camera
 - Tam-tam
 - Squeak EToys



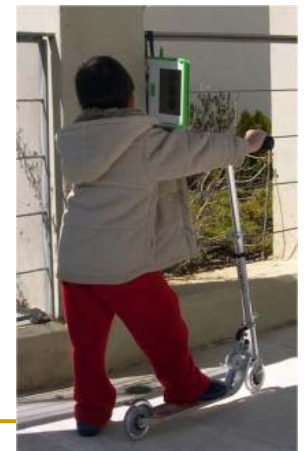
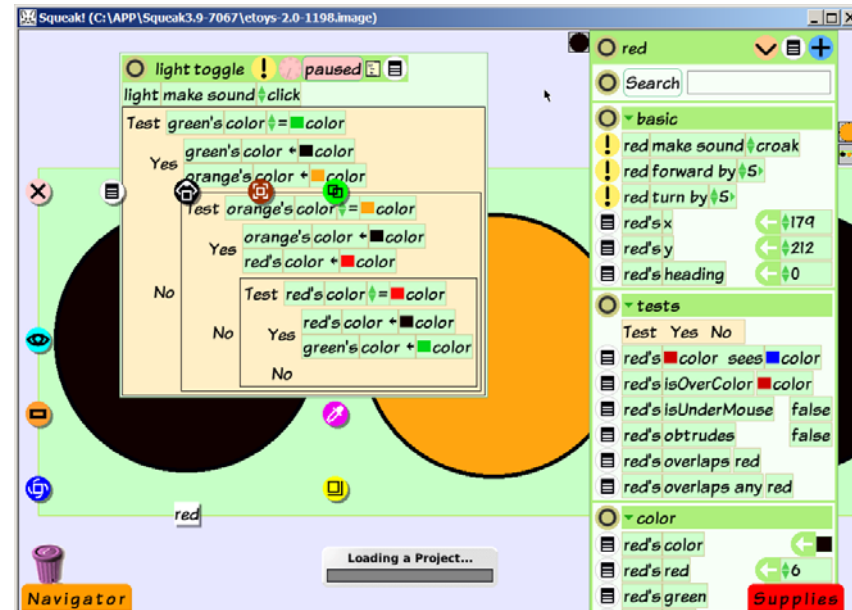
Squeak

- Smalltalk in the 21st century
- Re-implementation of Smalltalk in Smalltalk
- VM-based
- Runs bit-identical images on any platform



EToys

- Visual programming environment
- Built on top of Squeak
- Suitable for
 - building learning activities
 - learning by doing



Basic Idea

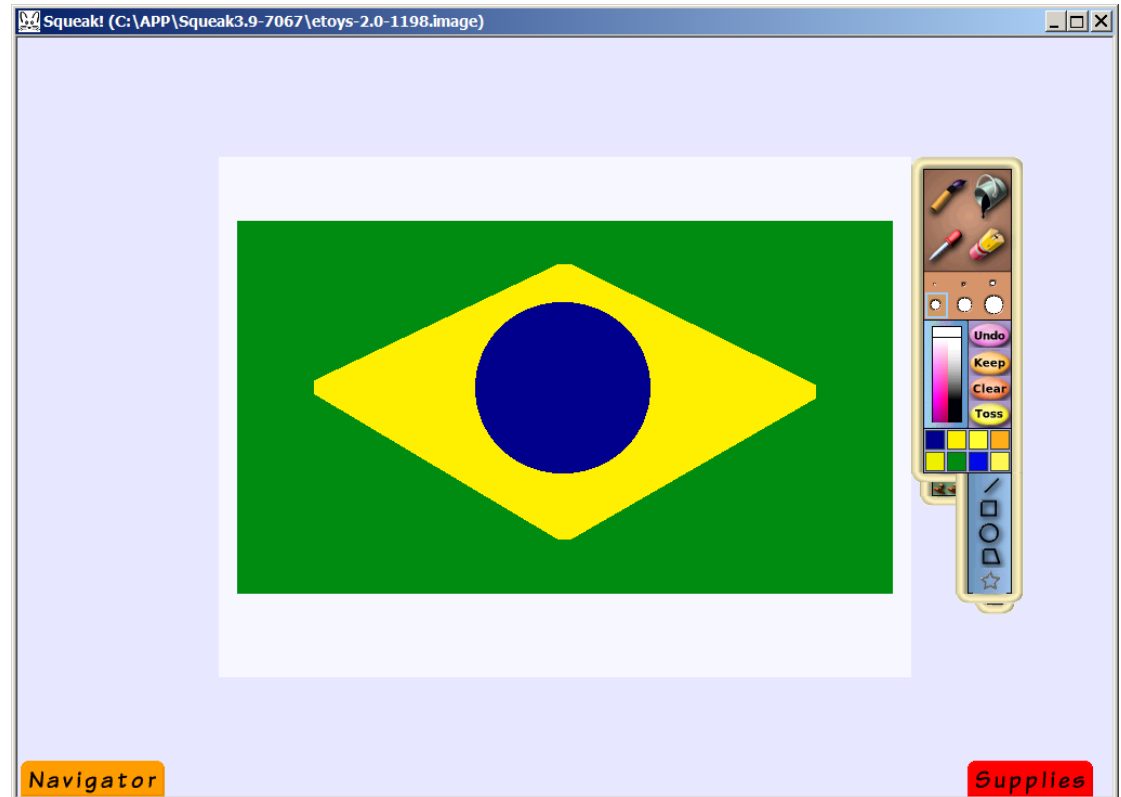


- One interface mechanism
 - Available everywhere
 - Controlling everything

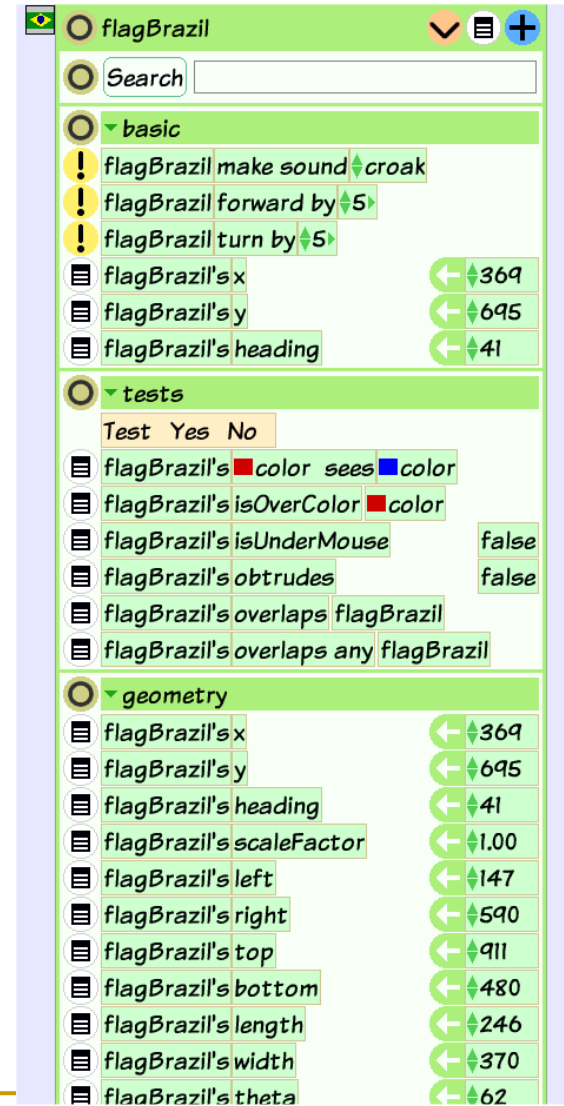
- No distinction between producers and consumers
 - Children can explore and change what they're seeing

A Simple Example

- Let's draw a flag



Processing



The screenshot shows the Processing IDE interface. On the left, a window titled "flagBrazil" displays the horizontal Brazilian flag. On the right, the "Properties" panel is open, showing various attributes and methods for the "flagBrazil" object.

flagBrazil

Search

basic

- ! flagBrazil make sound croak
- ! flagBrazil forward by 5
- ! flagBrazil turn by 5
- flagBrazil's x 369
- flagBrazil's y 695
- flagBrazil's heading 41

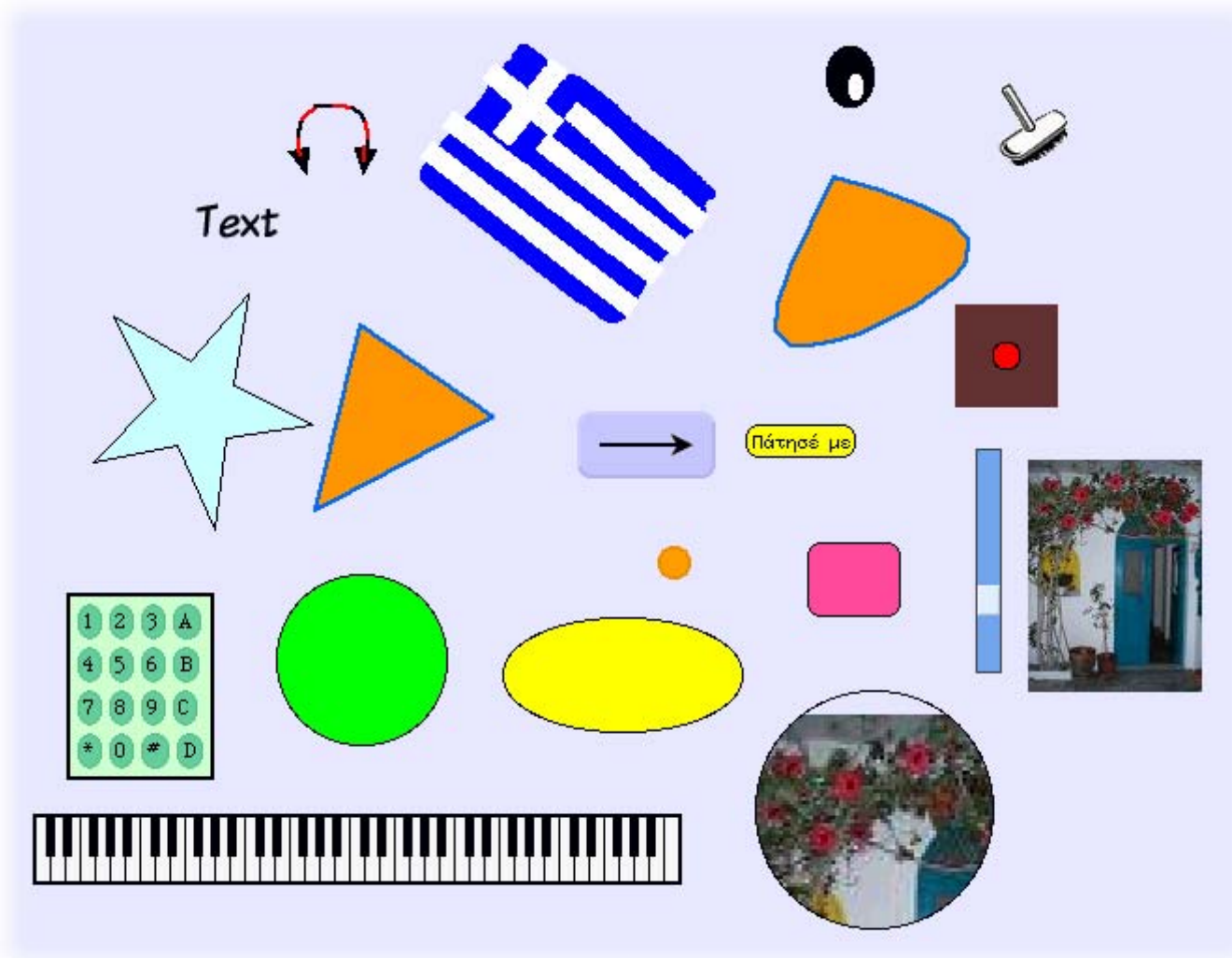
tests

Test	Yes	No
flagBrazil's color sees color		
flagBrazil's isOverColor color		
flagBrazil's isUnderMouse		false
flagBrazil's obtrudes		false
flagBrazil's overlaps flagBrazil		
flagBrazil's overlaps any flagBrazil		

geometry

- flagBrazil's x 369
- flagBrazil's y 695
- flagBrazil's heading 41
- flagBrazil's scaleFactor 1.00
- flagBrazil's left 147
- flagBrazil's right 590
- flagBrazil's top 911
- flagBrazil's bottom 480
- flagBrazil's length 246
- flagBrazil's width 370
- flagBrazil's theta 62

A Student's Toolbox



Programming



- Everything is an object
- All objects have similar properties
- We can modify properties by direct manipulation
- Programming is the changing of properties

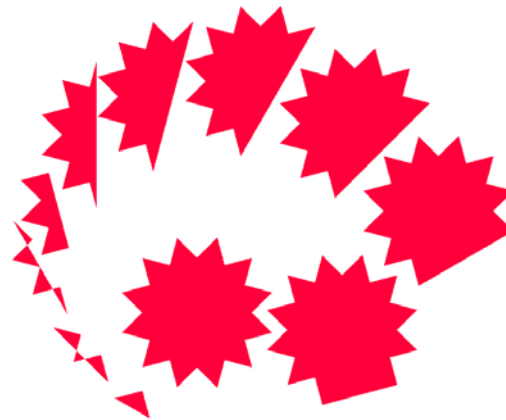
EToys Context

- EToys lacks
 - sophisticated data structures
 - mathematical functions
 - bitmap drawing primitives
- Use facilities that children can understand
- Avoid
 - trigonometry
 - vectors
 - calculus



Polygons

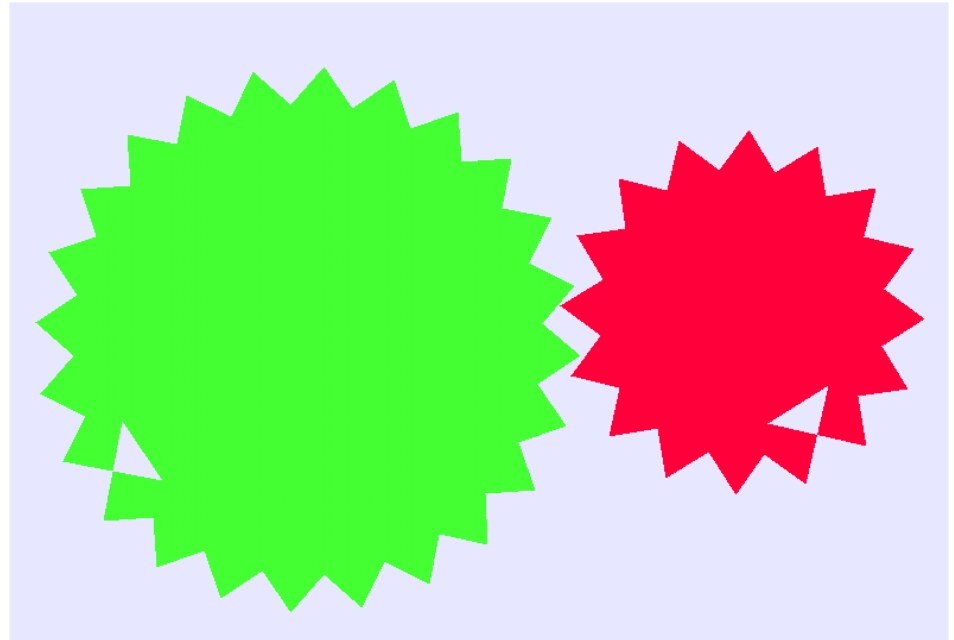
- Add a side
- Increment the X and Y coordinates
- Add a side
- Increment X, decrement Y
- Rotate



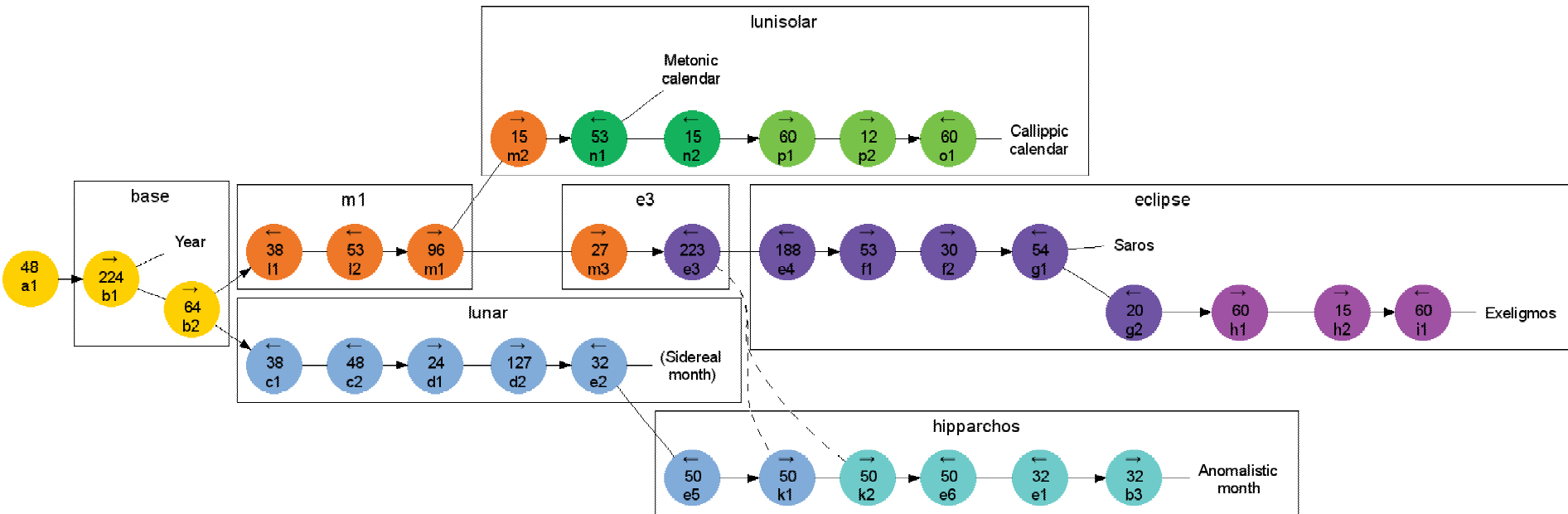
```
p2 gear: Number
p2 remove all vertices but cursor
Repeat Number times
  p2 insert a vertex at cursor
  p2's x at cursor increase by start's xinc
  p2's y at cursor increase by start's yinc
Do
  p2 insert a vertex at cursor
  p2's x at cursor increase by start's xinc
  p2's y at cursor decrease by start's yinc
  p2 turn by 360 / Number
  start forward by 1
```

Calculating with Gears

- Gear A: 24 teeth
- Gear B: 16 teeth
- Ratio: $24/16 = 3/2$



Functional Decomposition



Gear Placement

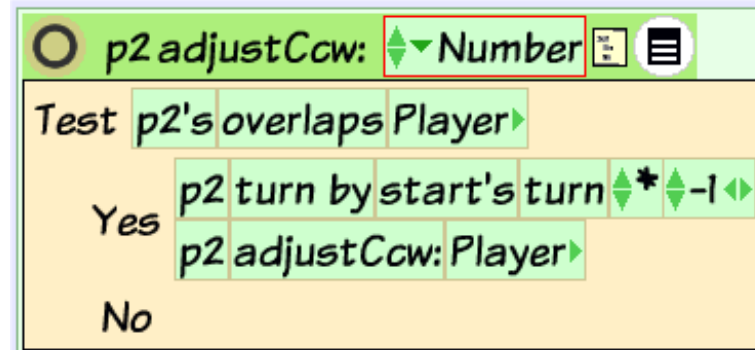
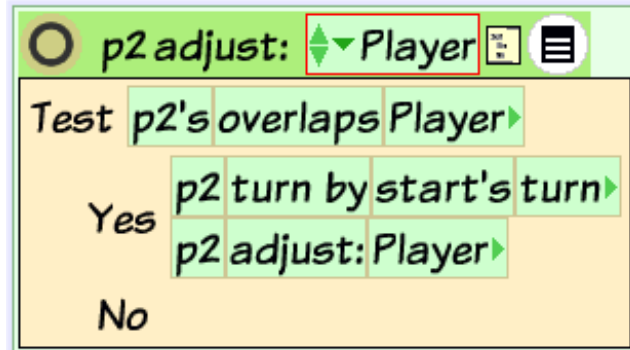
- North
- South
- East
- West
- coCenter

```
bl north: Player
bl movex: nil's x
bl movey: nil's top + start's delta + bl's length / 2
```

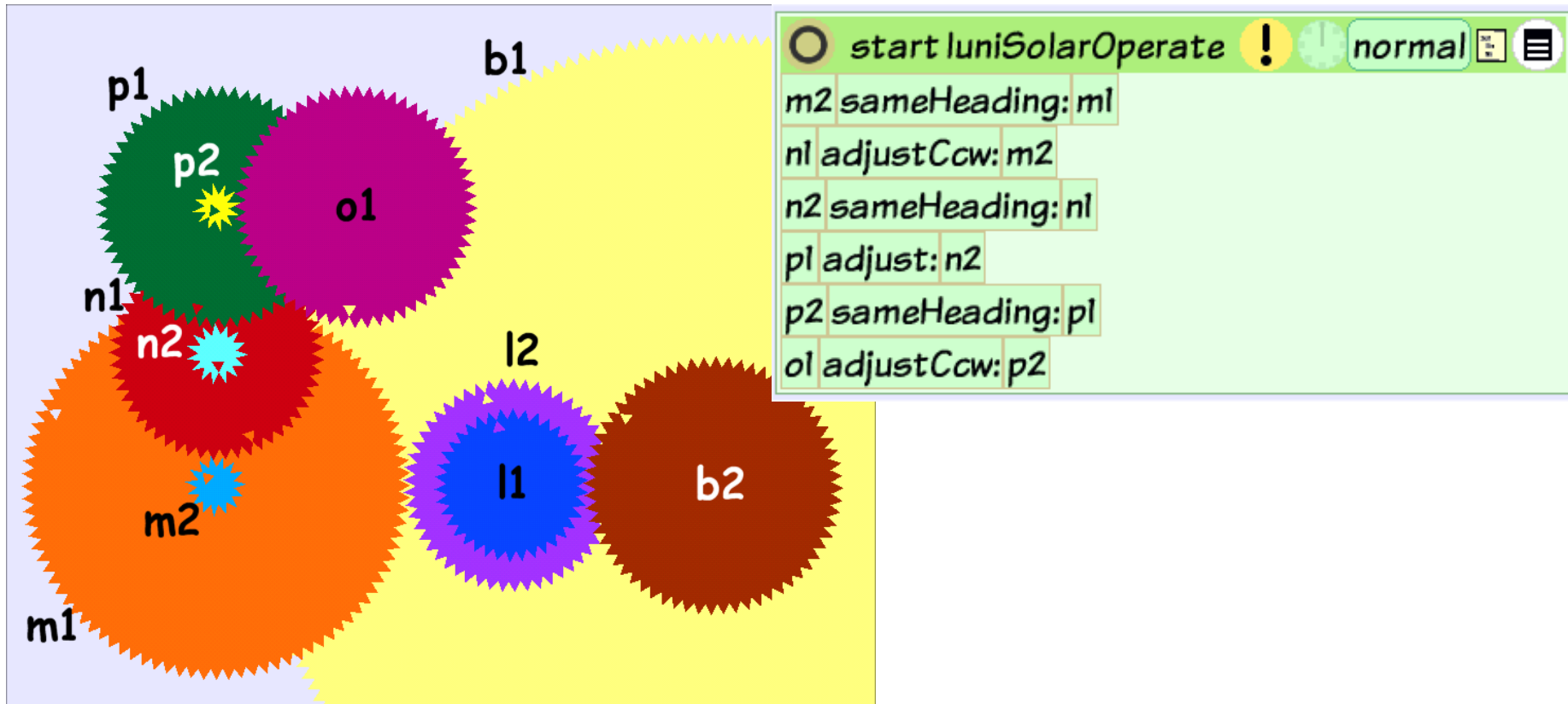
```
start luniSolarSetup normal
m1 east: l2
m1 west: l2
m2 gear: 15
m2 coCenter: m1
n1 gear: 53
n1 north: m2
n2 gear: 15
n2 coCenter: n1
p1 gear: 60
p1 north: n2
p2 gear: 12
p2 coCenter: p1
o1 gear: 60
o1 east: p2
```


Gear Movement

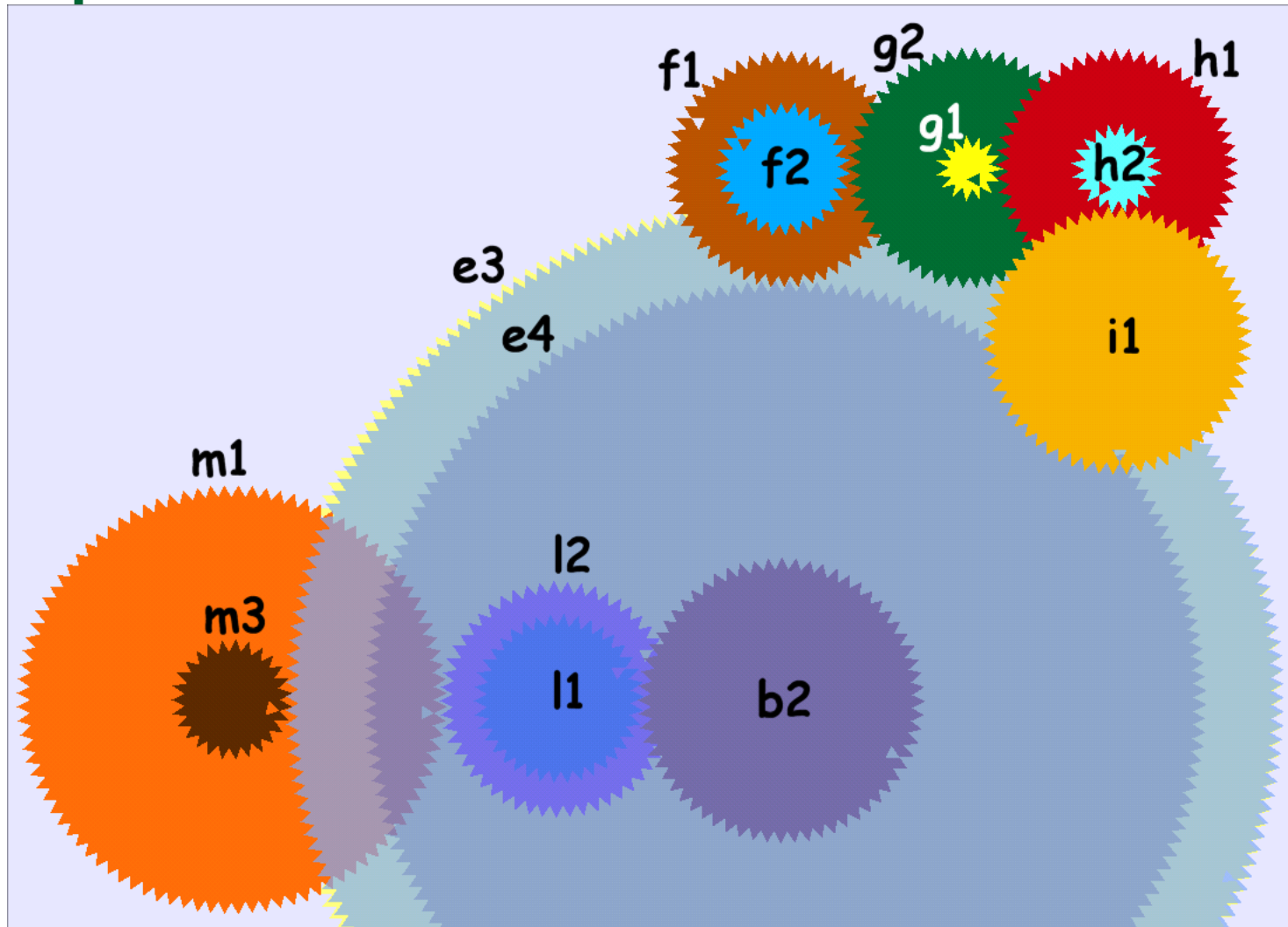
- Concentric: maintain heading
- Engaged: rotate if overlapping



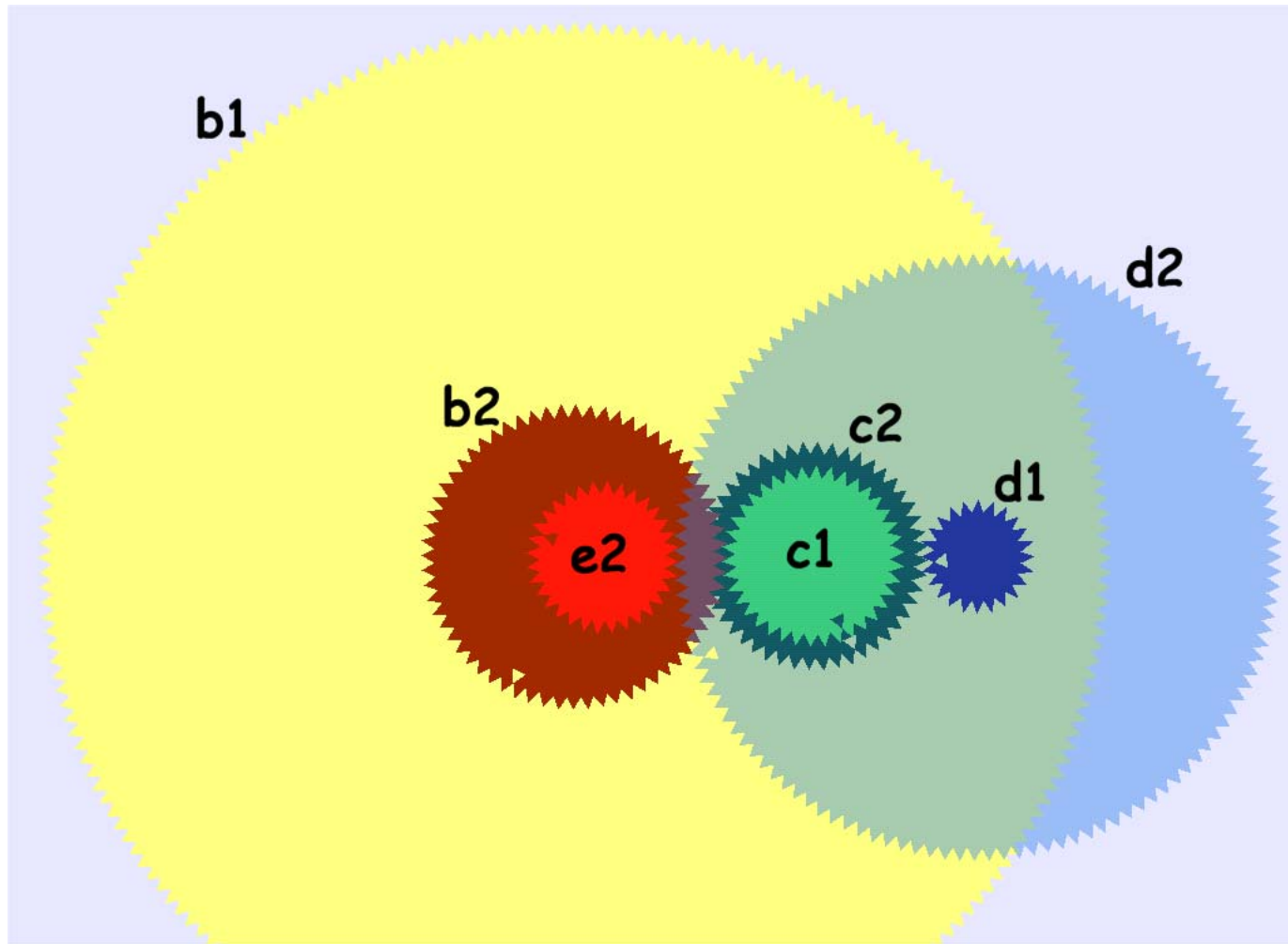
Example: Luni-Solar Calendar



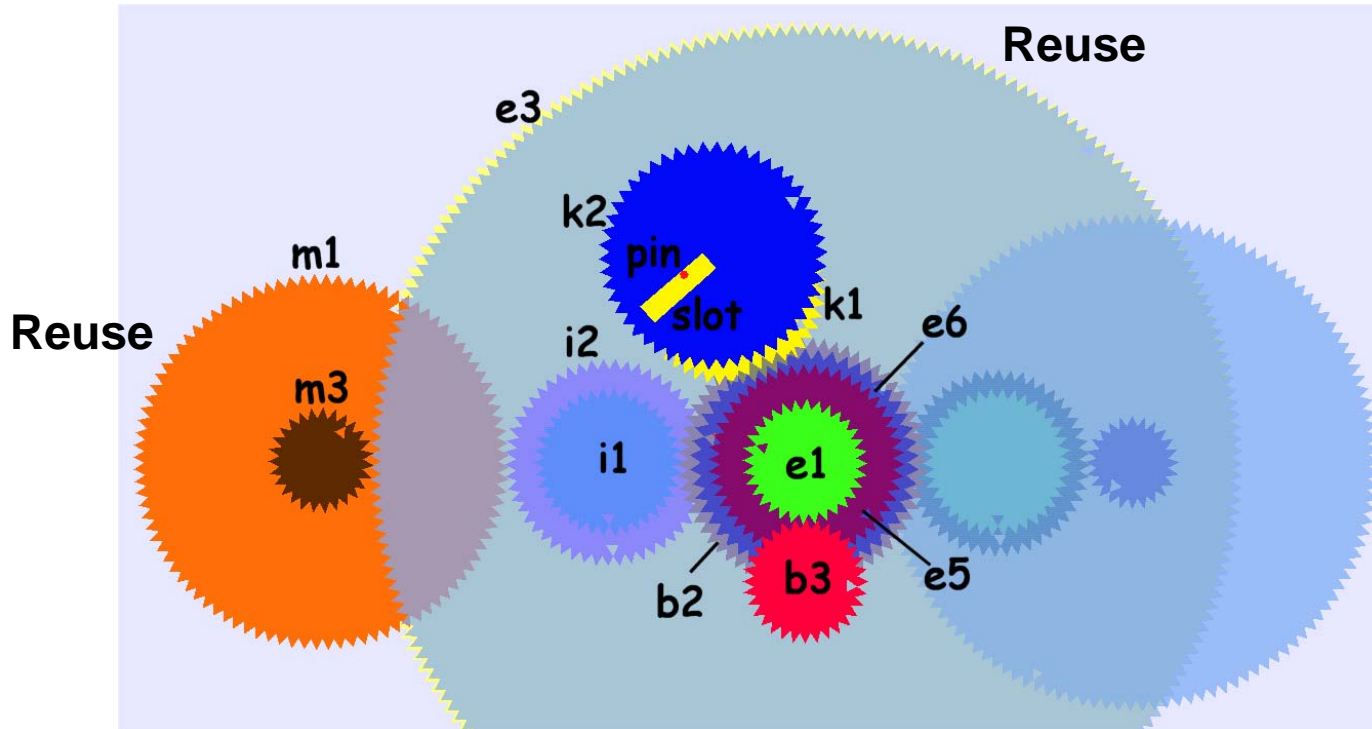
Eclipse Prediction



Sidereal Month



Hipparchos's Mechanism



Tens of Other Applications



Go Fish



Wallfollower



Ecosystem



Fishland



Teds Ocean



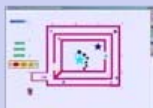
Gas Station



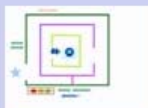
Stair



Digestive System



R & J Maze



2 level Maze



Aquarium



Multi-instance simulations



Inclined Plane



Water Cycle



Countries



Plankton



Far Out Flowers



Ball and Stairs



Faceball



Dragon Animation



Horse Animation



Duck! It's Barfin Bill



Hula Hippo



Elana's Cat and Dog



Froggy



Brickout



Avoid the Boulders



Ducks in a Pond

Contact Details



Diomidis Spinellis

<http://www.dmst.aueb.gr/dds>

dds@aueb.gr

<http://www.dmst.aueb.gr/dds/sw/ameso>

<http://www.laptop.org>

